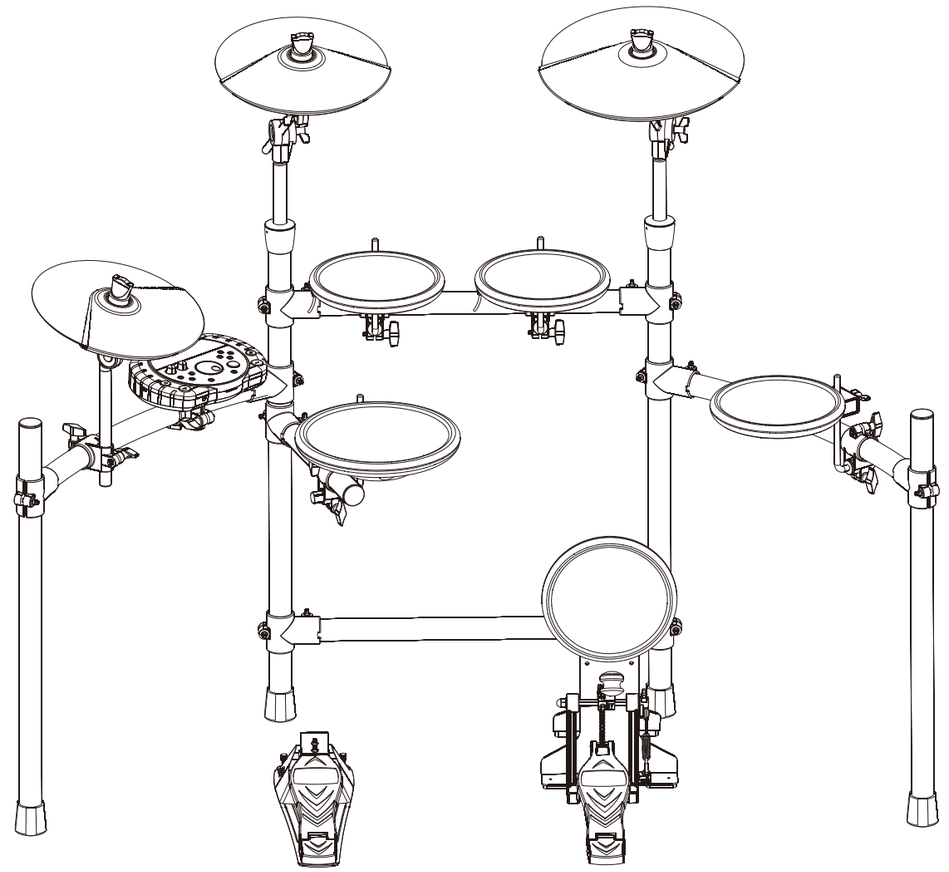
User Manual

Nux Drum System

# DIGITAL DRUM KIT

# DM-3



NUX

Cherub Technology Co.,Ltd

www.nuxefx.com

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# USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

**About ⚠WARNING and⚠CAUTION Notices**

| | |
|---|---|
| **⚠WARNING** | Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used Improperly. |

**About the Symbol**

| | |
|---|---|
| **⚠ CAUTION** | Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly.<br>* Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets. |

## ALWAYS OBSERVE THE FOLLOWING

### ⚠WARNING

- Before using this unit, make sure to read the instructions below and the Ownerds Manual.
- Do not open (or modify in any way) the unit or its AC adaptor.
- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Cherub Service Center.
- Never use or store the unit in places that are:
  Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
  Damp (e.g., baths, washrooms, on wet floors); or Are
  Humid;
  Exposed to rain;
  Dusty;
  Subject to high levels of vibration.
- This unit may be installed on a stand using a Clamp.
- When installing the unit on a stand with a clamp, the stand must not be placed in an unstable location or on an incline, but in a level and stable position. Even if a stand is not used,make sure that the unit is placed in a stable location.

### ⚠WARNING

- Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptors body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.
- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock Hazards!
- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an Audiologist.
- Do not allow any objects (e.g., flammable material,coins, pins); or liquids of any kind (water, soft drinks,etc.) to penetrate the unit.



### ⚠WARNING

- Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Cherub Service Center.

  The AC adaptor or the power-supply cord has been damaged; or
  If smoke or an unusual odor occurs
  Objects have fallen into, or liquid has been spilled onto the unit; or
  The unit has been exposed to rain (or otherwise has become wet); or
  The unit does not appear to operate normally or exhibits a marked change in performance.
- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.
- Protect the unit from strong impact.
  (Do not drop it!)
- Do not force the units power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cordsthe total power used by all devices you have connected to the extension cords outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.
- Before using the unit in a foreign country, consult with your retailer, the nearest Cherub Service Center.

### ⚠ CAUTION

- The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.
- Always grasp only the output plug or the body of the AC adaptor when plugging into, or unplugging from, this unit or an outlet.
- Any accumulation of dust between the AC adaptor and the power outlet can result in poor insulation and lead to fire. Periodically wipe away such dust with a dry cloth. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time.
- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.
- Never climb on top of, nor place heavy objects on the unit.
- Never handle the AC adaptor body, or its output plugs, with wet hands when plugging into, or unplugging from, an outlet or this unit.
- If you need to move the instrument, take note of the precautions listed below. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.
  Check to make sure that the clamp that fixes the unit to the stand has not become loose. Fasten them again securely whenever you notice any loosening.
  Disconnect the power cord.
  Disconnect all cords coming from external devices.
- Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet.
- Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet.
- Should you remove security screws, make sure to put them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.

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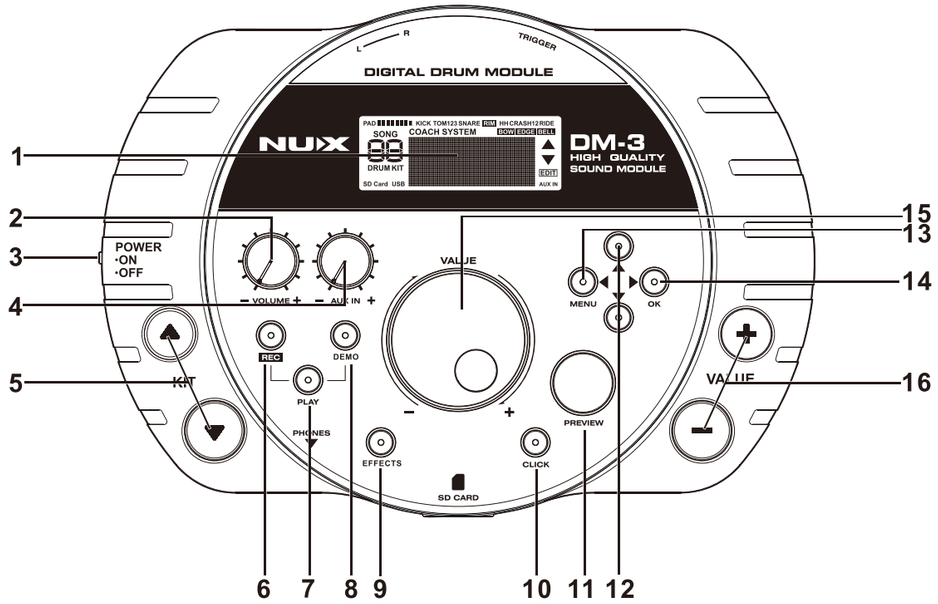
# Panel and Interface

## Top Panel




**1.LCD Display**
This shows the drum kit name, song's name and other information. During editing, this shows the contents of the settings.

**2.VOLUME Knob**
Adjusts the volume of the OUTPUT and PHONES jacks.

**3.Power Switch**
Turns the power on/off

**4.AUX IN Knob**
For connecting and external audio source such as MP3 or CD players. All sound input here is also sent from the OUTPUT and PHONES jacks.

**5.KIT ▲ and ▼ Buttons**
Use these buttons to switch drum kits.

**6.REC Button**
Use this to record your play.

**7.PLAY Button**
Play back what you recorded.

**8.DEMO Button**
Selecting the demo songs.

**9.DRUM OFF Button**
Cancel the Drum part from demo song.

**10.CLICK Button**
Turns the metronome ON/OFF.

**11.PREVIEW Button**
This velocity sensitive button allows you to try an instrument after you have chosen it under the condition without a pad trigger.

**12.▲and▼Buttons**
Use this to select a menu item or parameters when making various settings for the DM-3.

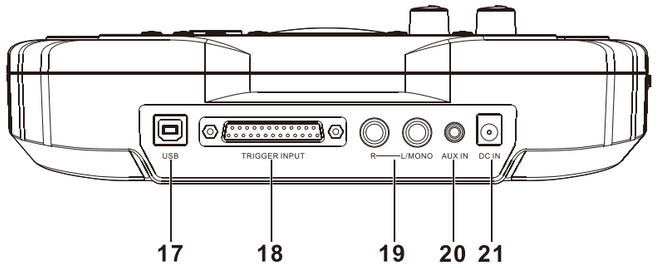
**13.MENU Button**
Use this when you want to make various settings for the DM-3, such as editing the settings of a drum kit or adjusting the pads.

**14.OK Button**
Use this to confirm a value you've edited.

**15.VALUE Knob**
Use this dial to edit a value. Turning the dial clockwise will increase the value, and turning it counter clockwise will decrease the value.

**16.VALUE Buttons**
Adjust the parameter value.

## Front Panel




**17.USB Port**
Connecting the USB cable and connects the computer to the DM-3 for USB MIDI.

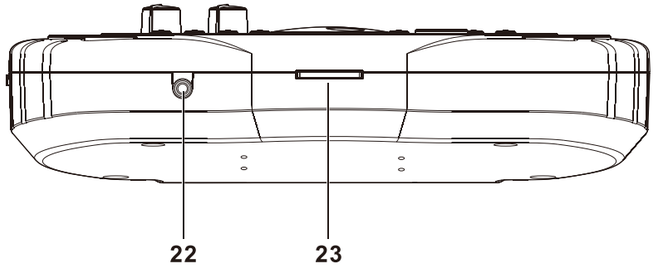
**18.TIRGGER IN Connector**
Connecting the special cable connects the pads and pedals to the DM-3.

**19.OUTPUT Jack (L/MONO, R)**
All sounds of the DM-3 are output here. Use for connecting to an amp or other external audio equipment.

**20.AUX IN Jack**
For connecting an external audio source such as MP3 or CD players. All sound input here is also sent from the OUTPUT and PHONES jacks.

**21.DC IN Jack**
Connect the included AC adaptor here.

## Rear Panel

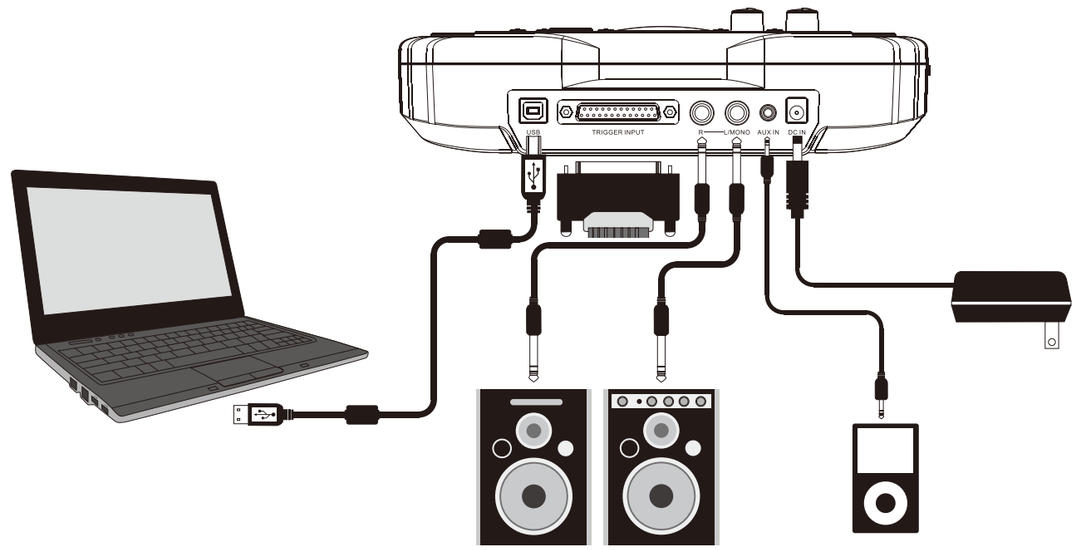


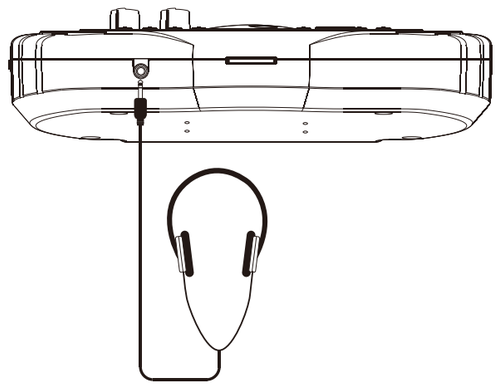

**22.PHONES Jack**
For connecting stereo headphones.

**23.SD Card Slot**
For MIDI song playing through SD card.



# Connection

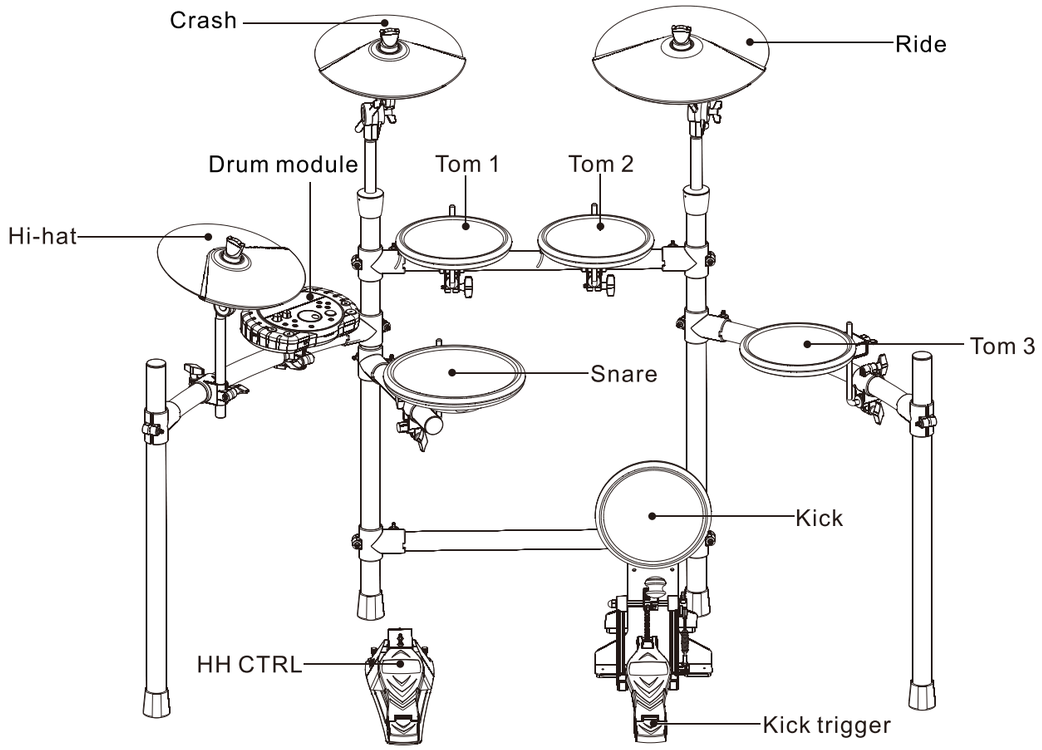


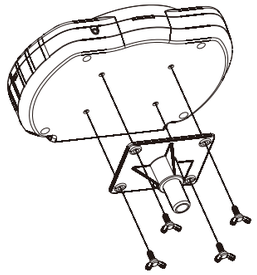
**NOTE:**

*To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making connections.*

# Mounting the DM-3 on the Stand

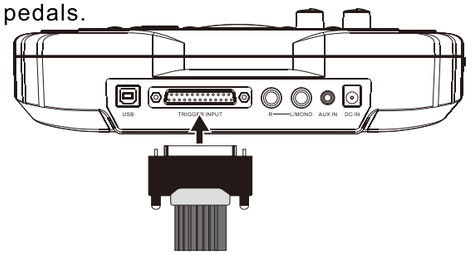



1.Attach the included sound module mounting plate to the DM-3.
Use included wing bolts to attach the plate as shown in the illustration.

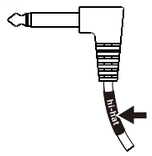


2.Attach the DM-3 (with the sound module mounting plate installed) to your drum stand.

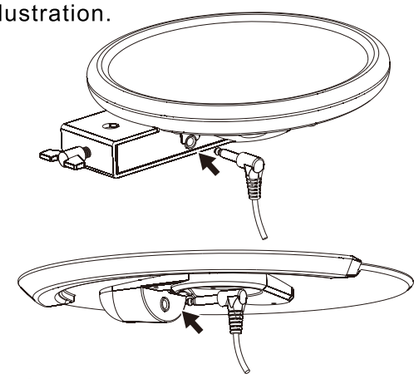
3.Connect the included cable to the DM-3's TRIGGER IN connector, and connect your pads and pedals.




Labels indicating the pad to be connected are attached to the cable.



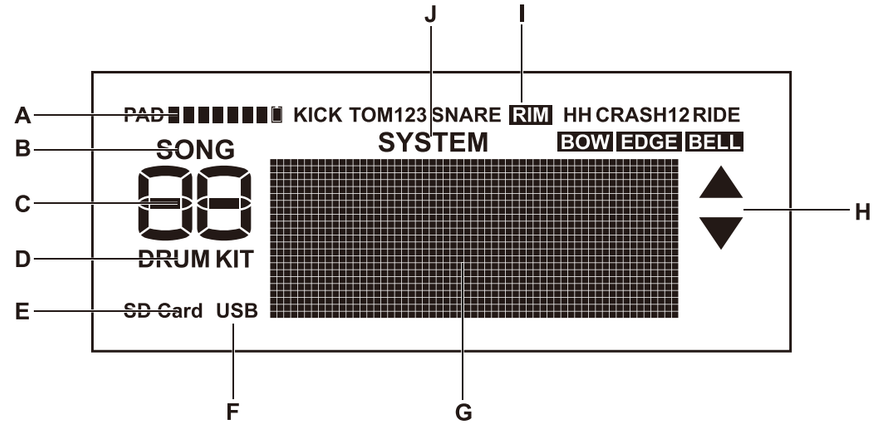
Connect the pads and pedals as shown in the illustration.



**NOTE:**
*To protect device, when connect to device, please power off.*



# About DM-3 Screen




**A**.Strength of the pad strike displayed in 8 levels.
**B**.SONG indicator
**C**.Drum kit number or DEMO number
**D**.Drum kit indicator
**E**.SD card indicator
**F**.USB connection indicator

**F**.USB connection indicator
**G**.Dot matrix area
**H**.▲and▼indicator
**I**.Pad name display
**J**.SYSTEM setting indicator

# READY TO PLAY

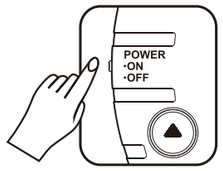
## Turning the Power ON/OFF

### ＊Turn on the power

1.Turn the VOLUME and AUX IN knob all the way to the left.

2.Close the volume of the connected amp or audio system.

3.Turn the power switch to ON.



＊You may still hear some sound when the power is switched on, this is normal, and does not indicate a malfunction.

After power on, LCD will display drum kit number and name.

**NOTE:** *Preset indicate preset Drum Kit; User indicate user Drum kit*

4.Power on the connected amp or audio system.

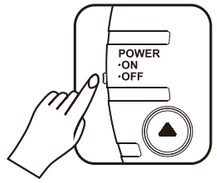
5.While hitting a pad, gradually turn the VOLUME and AUX IN knob toward the right to adjust the volume.

### ＊Turn off the power

1.Turn the volume down on the DM-3 and any connected equipment.

2.Power-off the connected equipment.

3.Turn the power switch to OFF.

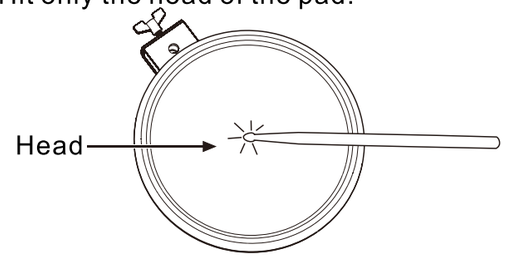




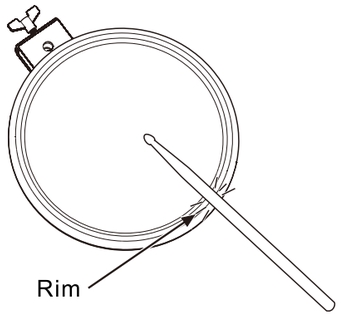

## Performance Techniques

### ＊Snare

**Head Shot**
Hit only the head of the pad.

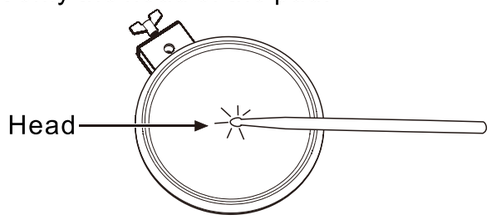



**Open Rim Shot**
Strike the rim of the pad.



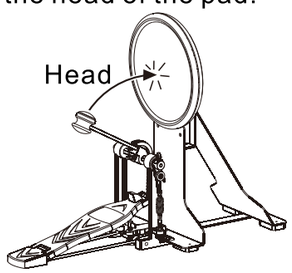

### ＊Tom

**Head Shot**
Hit only the head of the pad.



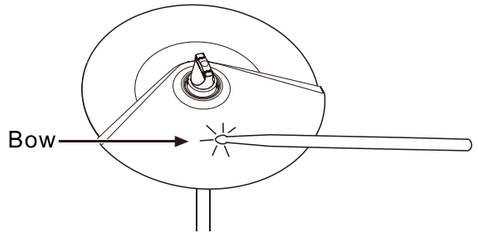

### ＊Kick

**Head Shot**
Hit only the head of the pad.

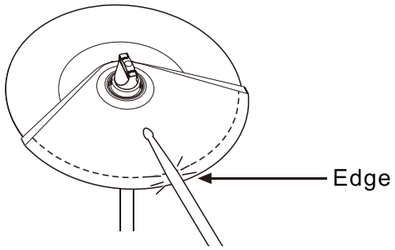



### ＊Cymbals (Crash Ride)

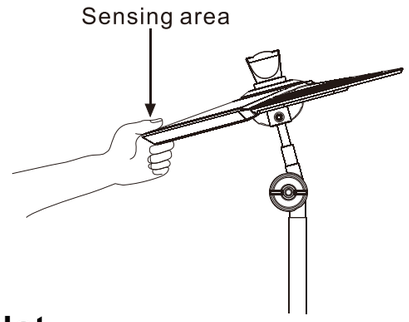
**Bow Shot**
Playing the middle area of the cymbal.




**Edge Shot**
When striking the edge with the shoulder of the stick.



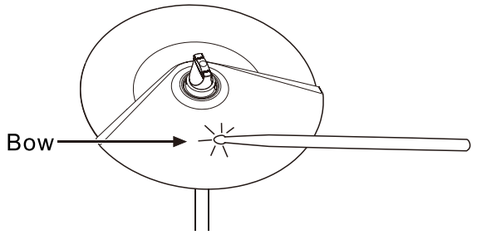

**Choking a Cymbal**
Choking the cymbal's edge with the hand immediately after hitting the cymbal will mute or choke the sound, just like with a real cymbal. The Choke function only works when you grasp in the area.



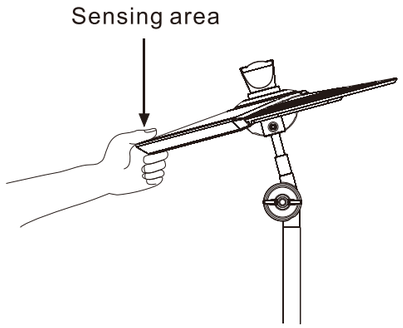

### ＊Hi-Hat

**Open/Closed**
The hi-hat sound will change smoothly between open and closed depending on pressure applied to the hi-hat control pedal.Foot closed and foot splash sounds are possible.

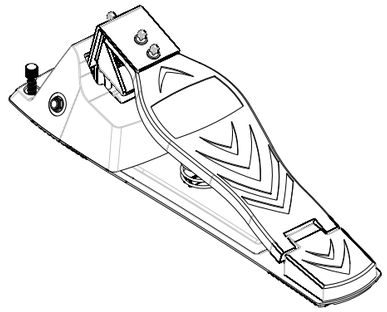
**Bow Shot**
Playing the middle area of the hi-hat pad.




**Choking a Cymbal**
Choking the cymbal's edge with the hand immediately after hitting the cymbal will mute or choke the sound, just like with a real cymbal. The choke function only works when you grasp in the area.




## *Hi-Hat Control Pedal



**Open Hi-Hat**
Strike the hi-hat without pressing the pedal.

**Closed Hi-Hat**
Strike the hi-hat with the pedal pressed.

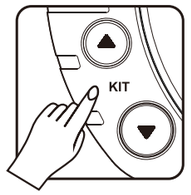


# Using Drum Kit Functions

## Selecting a Drum Kit

When you turn on the DM-3 you are in drum kit mode. A drum kit is a combination of the sounds and settings for each pad and pedal, as well as ambience.

1.Press the KIT▲and▼buttons to select drum kit.



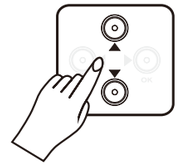

2.Press the KIT▲and▼buttons under any mode, you are in DRUM KIT mode.

## Setting the Drum Kit

1.Use the KIT▲and▼buttons to select the drum kit that you want to edit.

2. Press the MENU button so it's lit.

3.Use the▲and▼buttons to select the desired menu.



4.Turn the VALUE dial to select the pad whose settings you want to edit. (You also can select the pad through striking the pad you want to edit)




5. When you've selected the desired menu, press the OK button.
Example: PAD SET MENU

6.When you've finished making settings, press the MENU button to turn off its illumination; you'll return to the DRUM KIT screen.

## Pad Settings

1.In the menu screen, choose "PAD SET" and press the OK button.

2.Use the ▲and ▼buttons to select a parameter.

3.Strike a pad to select the pad whose settings you want to edit.

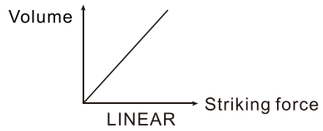
4.Use the VALUE dial to edit the setting.

5.Press the OK button to return to the "MENU" screen.

| Screen Display | Parameter | Value | Description |
|---|---|---|---|
| | TONE | SNARE1-SNARE33 | Selecting instrument type |
| | VOLUME | 0-127 | Specifies the instrument volume |
| | PAN | L64-CENTER-R63 | Specifies Instrument pan position |
| | CURVE | LINEAR LOG<br>EXP LOUD | Relation between playing velocity and changes in volume. |

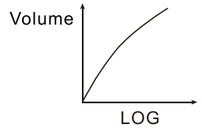
**LINEAR**

The standard setting. This produces the most natural correspondence between playing dynamics and volume change.



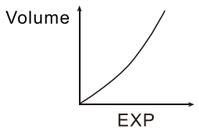

**LOG**

Compared to LINEAR, a soft playing produces a greater change.



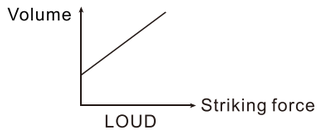

**EXP**

Compared to LINEAR, strong dynamics produce a greater change.




**LOUD**

Very little dynamic response, making it easy to maintain strong volume levels. If using drum triggers, these settings help maintain stable levels.




| Screen Display | Parameter | Value | Description |
|---|---|---|---|
| | MIDI NOTE | 0-127 | Specifies the MIDI note numbers transmitted by the pads. |



## Setting Effects in a Drum Kit

1. In the menu scree, choose "EFX SET" and press the OK button.

2.Use the ▲and ▼buttons to select a parameter.

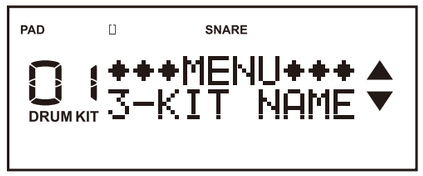
3.Use the VALUE dial to edit the setting.

4.Press the OK button to return to the "MENU" screen.

| Screen Display | Parameter | Value | Description |
|---|---|---|---|
| | REVERB STYLE | ROOM HALL EARLY CHAMBER | Selecting reverb type |
| | REVERB LEVEL | OFF/1-99 | Adjust reverb level |
| | CHORUS STYLE | ROTOR WIDE<br>ST WIDE SPACE | Selecting chorus type |
| | CHORUS LEVEL | OFF/1-99 | Adjust chorus level |
| | LIMITER | ON/OFF | turn ON/OFF limiter |
| | HIGH EQ | -12db—+12db | Adjust the high frequency |
| | MID EQ | -12db—+12db | Adjust the middle frequency |
| | BASS EQ | -12db—+12db | Adjust the bass freqency |

## Naming a Drum Kit

1.In the menu screen, choose "3-KIT NAME" and press the OK button.




2.Press the ▲and ▼button to move the cursor to the character that you want to edit.

3.Use the VALUE dial to change the character.

4. Press the OK button to return to the "MENU" screen.

## Saving a Drum Kit

1.In the menu screen, choose "4-KIT SAVE" and press the OK button.

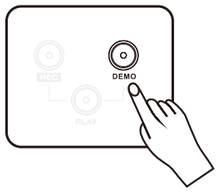
2. Use the VALUE dial to choose the drum kit number.

3. Press the OK button to execute the save operation.

4.When operation is completed, you'll be returned to the drum kit screen automatically.

## DEMO Playing

1.In the drum kit mode, press SONG button to enter into the DEMO mode.



**NOTE:** *Preset indicate DEMO in the device*
*User indicate user record.*
*SD indicate DEMO in SD card*

2.Use the VALUE dial to choose the demo song you want to playback.

3.Press the PLAY button to playback the song.

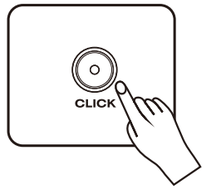
4.You can turn off the drum part of the demo song by pressing the DRUM OFF button.

**NOTE:** *Each demo song has their own tempo.*

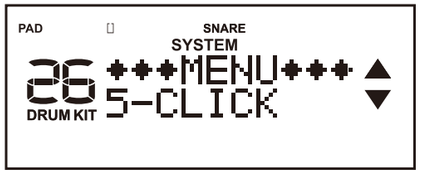


# PLAYING WITH THE METRONOME

Press the CLICK button. The metronome starts and the screen will indicate the tempo.

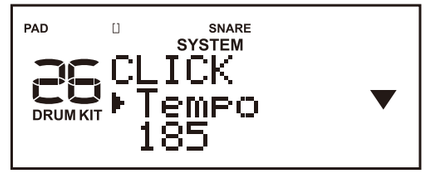



1.In the menu screen, choose "5-CLICK" and press the OK button.




2.Press the ▲and ▼button to select a parameter.

3.Use the VALUE dial to adjust the parameter value.



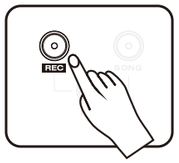

4. Press the OK button to return to the MENU.

| Screen Display | Parameter | Value | Description |
|---|---|---|---|
|  | TEMPO | 40-220 | Specifies the tempo of the metronome. |
| | BEAT | 1-9 | Specifies the time signature of the metronome. |
| | RHYTHM | ♩♫♫♬ | Specifies the note value that will be sounded by the metronome. |
| | VOLUME | 0-127 | Specifies the volume of the metronome. |
| | SOUND | Click、Cowbell | Specifies the sound of the metronome. |

**NOTE:** *The parameter will be saved automatically when exiting this mode.*

# RECORDING AND PLAYBACK

Please first select the drum kit that you want to use for recording.



1.Press the REC button, and the DM-3 will enter recording-standby mode.

2.Hit any pad/pedal and recording begins.

3.To stop recording, press the REC button again.If you exceed the maximum recording time, recording stops automatically.

4.Press the PLAY button to PLAYBACK you recorded.

5.Press SONG button to turn on the DEMO playback, so you can record your play with backing track. (when SONG is lit)

**NOTE:**

*1.when recording,if no drum signal input more than 4s, then record completed and display COMPLETE!*

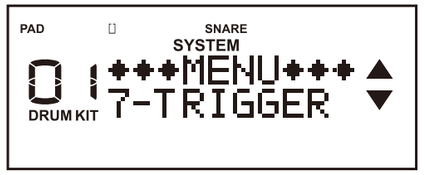
*2.when recording,if memory is full,then record completed and display MEMFULL!*



# SYSTEM SETTINGS

## Editing the pad settings

1.In the menu screen, choose "7-TRIGGER" and press the OK button.

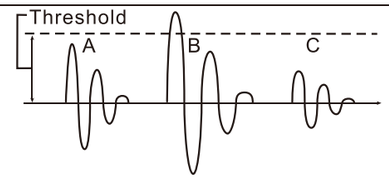
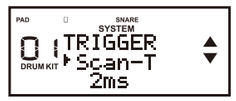
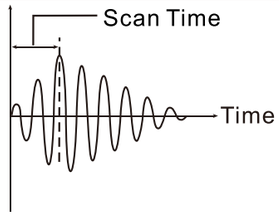



1.Use the VALUE dial or striking the pad to choose the pad you want to edit.

2.Press the ▲and ▼ button to select a parameter.

3.Use the VALUE dial to change the parameter value.

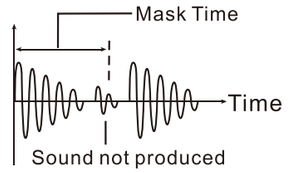
4.Press the OK button to return the MENU.

| Screen Display | Parameter | Value | Description |
|---|---|---|---|
| | SENSITIVE | 0.1-3.2 | You can adjust the sensitivity of the pads to accommodate your personal playing style.<br>Higher sensitivity allows the pad to produce a loud volume even when played softly.<br>Lower sensitivity will keep the pad producing a low volume even when played forcefully. |
| | THRESHOLD | 0-16 | This setting allows a trigger signal to be received only when the pad is above a determined dynamic level(velocity). This can be used to prevent a pad from sounding because of vibrations from other pads.<br>Example: B will sound but A and C will not sound.<br>When set to a higher value, no sound is produced when the pad is struck lightly. Gradually raise the "Threshold" value while striking to pad.<br>Check this and adjust accordingly. Repeat this process until you get the perfect setting for your playing style.<br>   |
|   | Scan Time | 2ms-12ms | Specifies the detection time for the trigger signal. Since the rise time of the trigger signal waveform may differ slightly depending on the characteristics of each pad or acoustic drum trigger(drum pickup), you may notice that identical hits(velocity) may produce sound at different volumes. If this occurs, you can adjust the "Scan Time" so that your way of playing can be detected more precisely.<br>While repeatedly hitting the pad at a constant force, gradually raise the Scan Time value from 2 ms, until the resulting volume stabilizes at the loudest level. At this setting, try both soft and loud strikes, and make sure that the volume changes appropriately.<br>As the value is set higher, the time it takes for the sound to be played increases. Set this to the lowest value possible.<br>   |

| | | | |
|---|---|---|---|
| | Mask Time | 4ms-64ms | This setting prevents double triggering. When playing a kick trigger, the beater can bounce back and hit the head a second time immediately after the intended note–with acoustic drums sometimes the beater stays against the head-is causes a single hit to"double trigger"). The Mask Time setting helps to prevent this. Once a pad has been hit, any additional trigger signals occurring within the specified 4-64 msec) will be ignored. Adjust the "Mask Time" value while playing the pad. |

When using a kick trigger, try to let the beater bounce back and hit the head very quickly, then raise the "Mask Time" value until there are no more sounds made by the beater rebound.

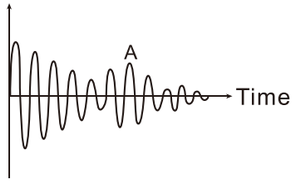
* When set to a high value, it will be difficult to play very quickly. Set this to as low a value as you can.

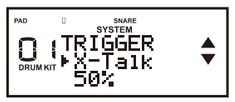
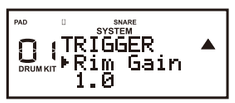



| | | | |
|---|---|---|---|
| | Retrig-cancel | 0-16 | This setting prevents spurious re-triggering. Important if you are using acoustic drum triggers. Such triggers can produce altered waveforms, which may also cause inadvertent sounding at Point A in the figure (Re-trigger). This occurs in particular at the decaying edge of the waveform. Retrig Cancel detects such distortion in and prevents re-triggering from occurring. |

While repeatedly striking the pad, raise the Retrig Cancel value until re-triggering no longer occurs.

* Although setting this to a high value prevents retriggering, it then becomes easy for sounds to be omitted when the drums played fast (roll etc.). Set this to the lowest value possible while still ensuring that there is no retriggering.



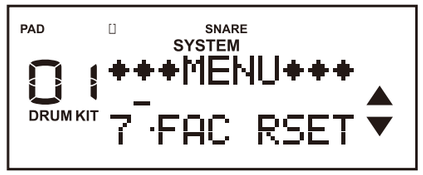

| | | | |
|---|---|---|---|
|  | X-Talk cancel | 0-80% | This setting cancels crosstalk which means that when you play one pad you hear a sound coming from another pad. This can happen when two pads are installed on the same stand. In some cases you can prevent crosstalk by increasing the distance between the two mounted pads. |
|  | Rim Gain | 0.1-3.2 | You can adjust the relation between your playing velocity (force) on the rim/edge and the resulting volume level. Higher value allows the rim/edge to produce a loud volume even when played softly. Lower value will keep the rim/edge producing a low volume even when played forcefully. |

**NOTE:** *The parameter will be saved automatically when exiting this mode.*



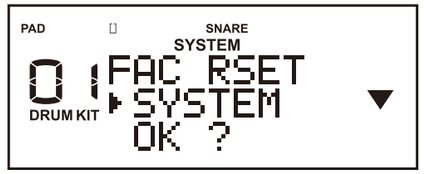
## Restoring the Factory Settings

1. In the MENU choose "8-FAC RSET" and press the OK button.

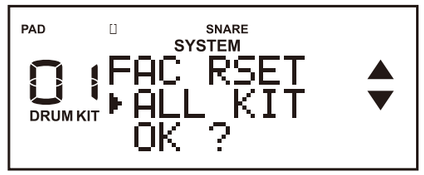



2. Press ▲ and ▼ to choose the options you want to restore:

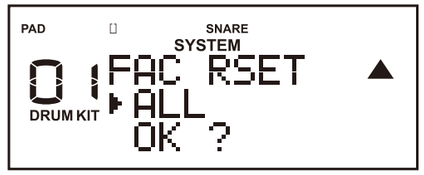
a.Restoring the system data such as trigger, song, click etc.




b.Restoring all data of drum kit.



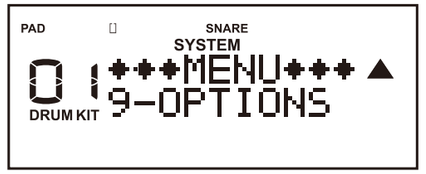

c.Restoring all data about machine.




3.Press the OK button to return the MENU.

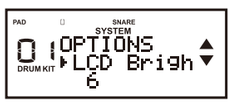
## Other Settings (Adjusting the Brightness and others)

1. In the MENU choose "9-OPTIONS" and press the OK button.



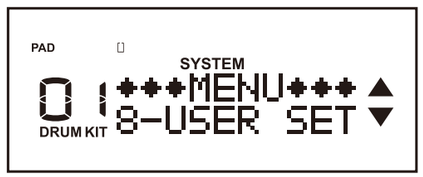

2.Press ▲and ▼to choose the options you want to edit.

3.Use the VALUE dial to change the parameter value.

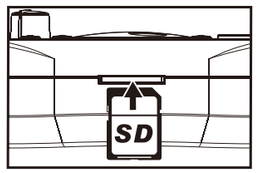
| Screen Display | Parameter | Value | Description |
|---|---|---|---|
| | LCD Contrast | 1-10 | Adjust the LCD Contrast. |
|  | LCD brightness | 1-10 | Adjust the LCD brightness. |
| | Edition | V1.0 | Show firmware edition of the machine. |

## Import wav File from Computer

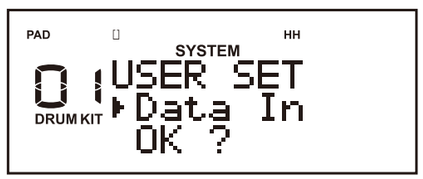
1.In the MENU choose "USER SET" and press the OK button.




2.Put the SD card into the slot of the DM-3. you can load your own sound library from SD card. Download software from our website to make your own sound library.

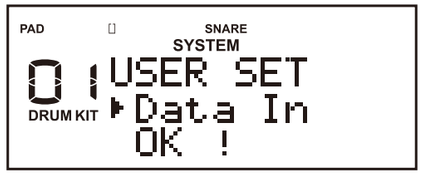



3.Press OK button again to import sound library.




4.Don't take out the SD card when you are importing sound library from SD card.

5.it will be return to the DRUM KIT mod when importing is finished.




**Display information are following:**

OK! import sound library finished
(after finished, DM-3 will be restarted automatically).

NO SD! no SD card.

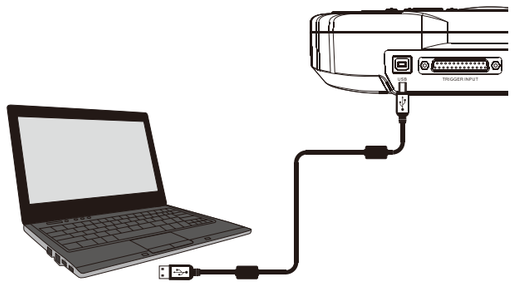
NO FILE! no File on the SD card.

FAIL! import sound library failed.

ERROR0-ERROR-5! there are some error when importing sound library.

## Show firmware edition of the machine

The DM-3 is equipped with a USB connector. When connected to your computer, the USB ICON will be lit on the LCD and start to transmit the MIDI IN/OUT.



**NOTE:** *Before you connect the USB to computer, please close all software about USB-MIDI.*



# SPECIFICATIONS

Maximum Polyphony: 30
Display: Custom (backlit LCD)
Instruments : 361
Drum Kits: 40 (User: 20, Factory: 20)
Songs: 20 (MIDI :Only percussion track supported )
Recording: 10
Click Sound: Editable (Sound, Tempo, Rhythm Type, Beat, Volume)
MIDI Functions: USB MIDI
Capacity: SD card (MIDI Playing, MIDI Format 0/Format 1 Supported)
Triggers: Three Tom2, Snare, Hi-Hat, One Crash, Ride, Bass
Interfaces: Headphones, USB MIDI, SD card, AUX IN, OUTPUTS
Power Supply: AC Adaptor (DC 9V) ( ⊖-●-⊕ )

# MIDI Implementation Chart

| Function | | Transmitted | Recognized | Remarked |
|---|---|---|---|---|
| Basic default | | 10 | 10 | |
| Channel changed | | No | No | |
| Note | | 0-127 | 0-127 | |
| Velocity： | Note on | Yes | Yes | |
| | Note off | No | Yes | |
| After Key's | | No | No | |
| Touch Channel's | | No | No | |
| Control change: | 0 | No | No | Bank select |
| | 1 | No | No | Modulation |
| | 5 | No | No | Portamento time |
| | 7 | No | No | Volume |
| | 10 | No | No | Pan |
| | 11 | No | No | Expression |
| | 64 | No | No | Sustain pedal |
| | 65 | No | No | Portamento on/off |
| | 66 | No | No | Sostenuto pedal |
| | 67 | No | No | Soft pedal |
| | 120 | No | No | All sound off |
| | 121 | No | No | Reset all controllers |
| | 123 | No | No | All note off |
| Program change | | No | No | |
| System exclusive | | No | No | |



# Voice List

| SNARE | | |
|---|---|---|
| No. | Name | LCD |
| 1 | ROCK1 SRARE | SNARE1 |
| 2 | Funk SRARE | SNARE2 |
| 3 | Jazz SRARE | SNARE3 |
| 4 | Soul One SRARE | SNARE4 |
| 5 | Rock 2 SRARE | SNARE5 |
| 6 | Dragon SRARE | SNARE6 |
| 7 | Dub Remix SRARE | SNARE7 |
| 8 | Nein Oh Nein SRARE | SNARE8 |
| 9 | Nupop SRARE | SNARE9 |
| 10 | Tight SRARE | SNARE10 |
| 11 | Basic SRARE | SNARE11 |
| 12 | Multi Mic SRARE | SNARE12 |
| 13 | Multi Stick SRARE | SNARE13 |
| 14 | Vintage SRARE | SNARE14 |
| 15 | Garrage SRARE | SNARE15 |
| 16 | Harsh SRARE | SNARE16 |
| 17 | Elektro Acoustik SRARE | SNARE17 |
| 18 | Studio Gong SRARE | SNARE18 |
| 19 | Ate Oh Wait SRARE | SNARE19 |
| 20 | Hessy Eye Drum SRARE | SNARE20 |
| 21 | ROCK1 SRARE Rim | SNARER1 |
| 22 | Funk SRARE Rim | SNARER2 |
| 23 | Jazz SRARE Rim | SNARER3 |
| 24 | Soul One SRARE Rim | SNARER4 |
| 25 | Rock 2 SRARE Rim | SNARER5 |
| 26 | Dragon SRARE Rim | SNARER6 |
| 27 | Dub Remix SRARE Rim | SNARER7 |
| 28 | Nein Oh Nein SRARE Rim | SNARER8 |
| 29 | Nupop SRARE Rim | SNARER9 |
| 30 | Tight SRARE Rim | SNARER10 |
| 31 | Basic SRARE Rim | SNARER11 |
| 32 | Multi Mic SRARE Rim | SNARER12 |
| 33 | Multi Stick SRARE Rim | SNARER13 |
| 34 | Vintage SRARE Rim | SNARER14 |
| 35 | Garrage SRARE Rim | SNARER15 |
| 36 | Harsh SRARE Rim | SNARER16 |
| 37 | Rock 2 SRARE Rim | SNARER17 |
| 38 | Studio Gong SRARE Rim | SNARER18 |
| 39 | Ate Oh Wait SRARE Rim | SNARER19 |
| 40 | Hessy Eye Drum SRARE Rim | SNARER20 |

| CRASH | | |
|---|---|---|
| No. | Name | LCD |
| 1 | ROCK1 CRASH | CRASH1 |
| 2 | Funk CRASH | CRASH2 |
| 3 | Jazz CRASH | CRASH3 |
| 4 | Soul One CRASH | CRASH4 |
| 5 | Rock 2 CRASH | CRASH5 |
| 6 | Dragon CRASH | CRASH6 |
| 7 | Dub Remix CRASH | CRASH7 |
| 8 | Nein Oh Nein CRASH | CRASH8 |
| 9 | Nupop CRASH | CRASH9 |
| 10 | Tight CRASH | CRASH10 |
| 11 | Basic CRASH | CRASH11 |
| 12 | Multi Mic CRASH | CRASH12 |
| 13 | Multi Stick CRASH | CRASH13 |
| 14 | Vintage CRASH | CRASH14 |
| 15 | Garrage CRASH | CRASH15 |
| 16 | Harsh CRASH | CRASH16 |
| 17 | Elektro Acoustik CRASH | CRASH17 |
| 18 | Studio Gong CRASH | CRASH18 |
| 19 | Ate Oh Wait CRASH | CRASH19 |
| 20 | Hessy Eye Drum CRASH | CRASH20 |
| 21 | ROCK1 CRASH Rim | CRASHR1 |
| 22 | Funk CRASH Rim | CRASHR2 |
| 23 | Jazz CRASH Rim | CRASHR3 |
| 24 | Soul One CRASH Rim | CRASHR4 |
| 25 | Rock 2 CRASH Rim | CRASHR5 |
| 26 | Dragon CRASH Rim | CRASHR6 |
| 27 | Dub Remix CRASH Rim | CRASHR7 |
| 28 | Nein Oh Nein CRASH Rim | CRASHR8 |
| 29 | Nupop CRASH Rim | CRASHR9 |
| 30 | Tight CRASH Rim | CRASHR10 |
| 31 | Basic CRASH Rim | CRASHR11 |
| 32 | Multi Mic CRASH Rim | CRASHR12 |
| 33 | Multi Stick CRASH Rim | CRASHR13 |
| 34 | Vintage CRASH Rim | CRASHR14 |
| 35 | Garrage CRASH Rim | CRASHR15 |
| 36 | Harsh CRASH Rim | CRASHR16 |
| 37 | Elektro Acoustik CRASH Rim | CRASHR17 |
| 38 | Studio Gong CRASH Rim | CRASHR18 |
| 39 | Ate Oh Wait CRASH Rim | CRASHR19 |
| 40 | Hessy Eye Drum CRASH Rim | CRASHR20 |

# Voice List

| RIDE | | |
|---|---|---|
| No. | Name | LCD |
| 1 | ROCK1 RIDE | RIDE1 |
| 2 | Funk RIDE | RIDE2 |
| 3 | Jazz RIDE | RIDE3 |
| 4 | Soul One RIDE | RIDE4 |
| 5 | Rock 2 RIDE | RIDE5 |
| 6 | Dragon RIDE | RIDE6 |
| 7 | Dub Remix RIDE | RIDE7 |
| 8 | Nein Oh Nein RIDE | RIDE8 |
| 9 | Nupop RIDE | RIDE9 |
| 10 | Tight RIDE | RIDE10 |
| 11 | Basic RIDE | RIDE11 |
| 12 | Multi Mic RIDE | RIDE12 |
| 13 | Multi Stick RIDE | RIDE13 |
| 14 | Vintage RIDE | RIDE14 |
| 15 | Garrage RIDE | RIDE15 |
| 16 | Harsh RIDE | RIDE16 |
| 17 | Elektro Acoustik RIDE | RIDE17 |
| 18 | Studio Gong RIDE | RIDE18 |
| 19 | Ate Oh Wait RIDE | RIDE19 |
| 20 | Hessy Eye Drum RIDE | RIDE20 |
| 21 | ROCK1 RIDE Rim | RIDER1 |
| 22 | Funk RIDE Rim | RIDER2 |
| 23 | Jazz RIDE Rim | RIDER3 |
| 24 | Soul One RIDE Rim | RIDER4 |
| 25 | Rock 2 RIDER Rim | RIDER5 |
| 26 | Dragon RIDER Rim | RIDER6 |
| 27 | Dub Remix RIDE Rim | RIDER7 |
| 28 | Nein Oh Nein RIDE Rim | RIDER8 |
| 29 | Nupop RIDE Rim | RIDER9 |
| 30 | Tight RIDE Rim | RIDER10 |
| 31 | Basic RIDE Rim | RIDER11 |
| 32 | Multi Mic RIDE Rim | RIDER12 |
| 33 | Multi Stick RIDE Rim | RIDER13 |
| 34 | Vintage RIDE Rim | RIDER14 |
| 35 | Garrage RIDE Rim | RIDER15 |
| 36 | Harsh RIDE Rim | RIDER16 |
| 37 | Elektro Acoustik RIDE Rim | RIDER17 |
| 38 | Studio Gong RIDE Rim | RIDER18 |
| 39 | Ate Oh Wait RIDE Rim | RIDER19 |
| 40 | Hessy Eye Drum RIDE Rim | RIDER20 |

| Hi Hat | | |
|---|---|---|
| No. | Name | LCD |
| 1 | ROCK1 HH PEDAL | HH1 |
| 2 | Funk HH PEDAL | HH2 |
| 3 | Jazz HH PEDAL | HH3 |
| 4 | Soul One HH PEDAL | HH4 |
| 5 | Rock 2 HH PEDAL | HH5 |
| 6 | Dragon HH PEDAL | HH6 |
| 7 | Dub Remix HH PEDAL | HH7 |
| 8 | Nein Oh Nein HH PEDAL | HH8 |
| 9 | Nupop HH PEDAL | HH9 |
| 10 | Tight HH PEDAL | HH10 |
| 11 | Basic HH PEDAL | HH11 |
| 12 | Multi Mic HH PEDAL | HH12 |
| 13 | Multi Stick HH PEDAL | HH13 |
| 14 | Vintage HH PEDAL | HH14 |
| 15 | Garrage HH PEDAL | HH15 |
| 16 | Harsh HH PEDAL | HH16 |
| 17 | Elektro Acoustik HH PEDAL | HH17 |
| 18 | Studio Gong HH PEDAL | HH18 |
| 19 | Ate Oh Wait HH PEDAL | HH19 |
| 20 | Hessy Eye Drum HH PEDAL | HH20 |
| 21 | ROCK1 OPEN HH | HHO1 |
| 22 | Funk OPEN HH | HHO2 |
| 23 | Jazz OPEN HH | HHO3 |
| 24 | Soul One OPEN HH | HHO4 |
| 25 | Rock 2 OPEN HH | HHO5 |
| 26 | Dragon OPEN HH | HHO6 |
| 27 | Dub Remix OPEN HH | HHO7 |
| 28 | Nein Oh Nein OPEN HH | HHO8 |
| 29 | Nupop OPEN HH | HHO9 |
| 30 | Tight OPEN HH | HHO10 |
| 31 | Basic OPEN HH | HHO11 |
| 32 | Multi Mic OPEN HH | HHO12 |
| 33 | Multi Stick OPEN HH | HHO13 |
| 34 | Vintage OPEN HH | HHO14 |
| 35 | Garrage OPEN HH | HHO15 |
| 36 | Harsh OPEN HH | HHO16 |
| 37 | Elektro Acoustik OPEN HH | HHO17 |
| 38 | Studio Gong OPEN HH | HHO18 |
| 39 | Ate Oh Wait OPEN HH | HHO19 |
| 40 | Hessy Eye Drum OPEN HH | HHO20 |
| 41 | ROCK1 CLOSED HH | HHC1 |
| 42 | Funk CLOSED HH | HHC2 |
| 43 | Jazz CLOSED HH | HHC3 |
| 44 | Soul One CLOSED HH | HHC4 |
| 45 | Rock 2 CLOSED HH | HHC5 |
| 46 | Dragon CLOSED HH | HHC6 |
| 47 | Dub Remix CLOSED HH | HHC7 |

| Hi Hat | | |
|---|---|---|
| No. | Name | LCD |
| 1 | Nein Oh Nein CLOSED HH | HHC8 |
| 2 | Nupop CLOSED HH | HHC9 |
| 3 | Tight CLOSED HH | HHC10 |
| 4 | Basic CLOSED HH | HHC11 |
| 5 | Multi Mic CLOSED HH | HHC12 |
| 6 | Multi Stick CLOSED HH | HHC13 |
| 7 | Vintage CLOSED HH | HHC14 |
| 8 | Garrage CLOSED HH | HHC15 |
| 9 | Harsh OPEN HH | HHC16 |
| 10 | Ele Acoustik CLOSED HH | HHC17 |
| 11 | Studio Gong CLOSED HH | HHC18 |
| 12 | Ate Oh Wait CLOSED HH | HHC19 |
| 13 | Hessy Eye CLOSED HH | HHC20 |



# Voice List

| TOM | | |
|---|---|---|
| No. | Name | LCD |
| 1 | ROCK1 TOMH | TOMH1 |
| 2 | Funk TOMH | TOMH2 |
| 3 | Jazz TOMH | TOMH3 |
| 4 | Soul One TOMH | TOMH4 |
| 5 | Rock 2 TOMH | TOMH5 |
| 6 | Dragon TOMH | TOMH6 |
| 7 | Dub Remix TOMH | TOMH7 |
| 8 | Nein Oh Nein TOMH | TOMH8 |
| 9 | Nupop TOMH | TOMH9 |
| 10 | Tight TOMH | TOMH10 |
| 11 | Basic TOMH | TOMH11 |
| 12 | Multi Mic TOMH | TOMH12 |
| 13 | Multi Stick TOMH | TOMH13 |
| 14 | Vintage TOMH | TOMH14 |
| 15 | Garrage TOMH | TOMH15 |
| 16 | Harsh TOMH | TOMH16 |
| 17 | Elektro Acoustik TOMH | TOMH17 |
| 18 | Studio Gong TOMH | TOMH18 |
| 19 | Ate Oh Wait TOMH | TOMH19 |
| 20 | Hessy Eye Drum TOMH | TOMH20 |
| 21 | ROCK1 TOMM | TOMM1 |
| 22 | Funk TOMM | TOMM2 |
| 23 | Jazz TOMM | TOMM3 |
| 24 | Soul One TOMM | TOMM4 |
| 25 | Rock 2 TOMM | TOMM5 |
| 26 | Dragon TOMM | TOMM6 |
| 27 | Dub Remix TOMM | TOMM7 |
| 28 | Nein Oh Nein TOMM | TOMM8 |
| 29 | Nupop TOMM | TOMM9 |
| 30 | Tight TOMM | TOMM10 |
| 31 | Basic TOMM | TOMM11 |
| 32 | Multi Mic TOMM | TOMM12 |
| 33 | Multi Stick TOMM | TOMM13 |
| 34 | Vintage TOMM | TOMM14 |
| 35 | Garrage TOMM | TOMM15 |
| 36 | Harsh TOMM | TOMM16 |
| 37 | Elektro Acoustik TOMM | TOMM17 |
| 38 | Studio Gong TOMM | TOMM18 |
| 39 | Ate Oh Wait TOMM | TOMM19 |
| 40 | Hessy Eye Drum TOMM | TOMM20 |
| 41 | ROCK1 TOML | TOML1 |
| 42 | Funk TOML | TOML2 |
| 43 | Jazz TOML | TOML3 |
| 44 | Soul One TOML | TOML4 |
| 45 | Rock 2 TOML | TOML5 |
| 46 | Dragon TOML | TOML6 |
| 47 | Dub Remix TOML | TOML7 |
| 48 | Nein Oh Nein TOML | TOML8 |
| 49 | Nupop TOML | TOML9 |
| 50 | Tight TOML | TOML10 |
| 51 | Basic TOML | TOML11 |
| 52 | Multi Mic TOML | TOML12 |
| 53 | Multi Stick TOML | TOML13 |
| 54 | Vintage TOML | TOML14 |
| 55 | Garrage TOML | TOML15 |
| 56 | Harsh TOML | TOML16 |
| 57 | Elektro Acoustik TOML | TOML17 |
| 58 | Studio Gong TOML | TOML18 |
| 59 | Ate Oh Wait TOML | TOML19 |
| 60 | Hessy Eye Drum TOML | TOML20 |

| KICK | | |
|---|---|---|
| No. | Name | LCD |
| 1 | ROCK1 KICK | KICK1 |
| 2 | Funk KICK | KICK2 |
| 3 | Jazz KICK | KICK3 |
| 4 | Soul One KICK | KICK4 |
| 5 | Rock 2 KICK | KICK5 |
| 6 | Dragon KICK | KICK6 |
| 7 | Dub Remix KICK | KICK7 |
| 8 | Nein Oh Nein KICK | KICK8 |
| 9 | Nupop KICK | KICK9 |
| 10 | Tight KICK | KICK10 |
| 11 | Basic KICK | KICK11 |
| 12 | Multi Mic KICK | KICK12 |
| 13 | Multi Stick KICK | KICK13 |
| 14 | Vintage KICK | KICK14 |
| 15 | Garrage KICK | KICK15 |
| 16 | Harsh KICK | KICK16 |
| 17 | Elektro Acoustik KICK | KICK17 |
| 18 | Studio Gong KICK | KICK18 |
| 19 | Ate Oh Wait KICK | KICK19 |
| 20 | Hessy Eye Drum KICK | KICK20 |

# Voice List

| GM | | |
|---|---|---|
| No. | Name | LCD |
| 1 | High Q | Gm1 |
| 2 | Slap | Gm2 |
| 3 | Scratch Push | Gm3 |
| 4 | Scratch Pull | Gm4 |
| 5 | Sticks | Gm5 |
| 6 | Square Click | Gm6 |
| 7 | Metronome Click | Gm7 |
| 8 | Metronome Bell | Gm8 |
| 9 | STD1 Kick2 | Gm9 |
| 10 | STD1 Kick1 | Gm10 |
| 11 | Side Stick | Gm11 |
| 12 | STD1 Snare1 | Gm12 |
| 13 | Hand Clap | Gm13 |
| 14 | Snare Drum 2 | Gm14 |
| 15 | Low Floor Tom | Gm15 |
| 16 | Closed Hi Hat | Gm16 |
| 17 | High Floor Tom | Gm17 |
| 18 | Pedal Hi-Hat | Gm18 |
| 19 | Low Tom | Gm19 |
| 20 | Open Hi-Hat | Gm20 |
| 21 | Low-Mid Tom | Gm21 |
| 22 | Hi Mid Tom | Gm22 |
| 23 | Crash Cymbal 1 | Gm23 |
| 24 | High Tom | Gm24 |
| 25 | Ride Cymbal 1 | Gm25 |
| 26 | Chinese Cymbal | Gm26 |
| 27 | Ride Bell | Gm27 |
| 28 | Tambourine | Gm28 |
| 29 | Splash Cymbal | Gm29 |
| 30 | Cowbell | Gm30 |
| 31 | Crash Cymbal 2 | Gm31 |
| 32 | Vibraslap | Gm32 |
| 33 | Ride Cymbal 2 | Gm33 |
| 34 | Hi Bongo | Gm34 |
| 35 | Low Bongo | Gm35 |
| 36 | Mute Hi Conga | Gm36 |
| 37 | Open Hi Conga | Gm37 |
| 38 | Low Conga | Gm38 |
| 39 | High Timbale | Gm39 |
| 40 | Low Timbale | Gm40 |
| 41 | High Agogo | Gm41 |
| 42 | Low Agogo | Gm42 |
| 43 | Cabasa | Gm43 |
| 44 | Maracas | Gm44 |
| 45 | Short Whistle | Gm45 |
| 46 | Long Whistle | Gm46 |
| 47 | Short Guiro | Gm47 |

| GM | | |
|---|---|---|
| No. | Name | LCD |
| 48 | Long Guiro | Gm48 |
| 49 | Claves | Gm49 |
| 50 | Hi Wood Block | Gm50 |
| 51 | Low Wood Block | Gm51 |
| 52 | Mute Cuica | Gm52 |
| 53 | Open Cuica | Gm53 |
| 54 | Mute Triangle | Gm54 |
| 55 | Open Triangle | Gm55 |
| 56 | Shaker | Gm56 |
| 57 | Jingle Bell | Gm57 |
| 58 | Belltree | Gm58 |
| 59 | Castanets | Gm59 |
| 60 | Mute Surdo | Gm60 |
| 61 | Open Surdo | Gm61 |



# Voice List

| OTHER | | |
|---|---|---|
| No. | Name | LCD |
| 1 | Other1 | OT1 |
| 2 | Other2 | OT2 |
| 3 | Other3 | OT3 |
| 4 | Other4 | OT4 |
| 5 | Other5 | OT5 |
| 6 | Other6 | OT6 |
| 7 | Other7 | OT7 |
| 8 | Other8 | OT8 |
| 9 | Other9 | OT9 |
| 10 | Other10 | OT10 |
| 11 | Other11 | OT11 |
| 12 | Other12 | OT12 |
| 13 | Other13 | OT13 |
| 14 | Other14 | OT14 |
| 15 | Other15 | OT15 |
| 16 | Other16 | OT16 |
| 17 | Other17 | OT17 |
| 18 | Other18 | OT18 |
| 19 | Other19 | OT19 |
| 20 | Other20 | OT20 |
| 21 | Other21 | OT21 |
| 22 | Other22 | OT22 |
| 23 | Other23 | OT23 |
| 24 | Other24 | OT24 |
| 25 | Other25 | OT25 |
| 26 | Other26 | OT26 |
| 27 | Other27 | OT27 |
| 28 | Other28 | OT28 |
| 29 | Other29 | OT29 |
| 30 | Other30 | OT30 |
| 31 | Other31 | OT31 |
| 32 | Other32 | OT32 |
| 33 | Other33 | OT33 |
| 34 | Other34 | OT34 |
| 35 | Other35 | OT35 |
| 36 | Other36 | OT36 |
| 37 | Other37 | OT37 |
| 38 | Other38 | OT38 |
| 39 | Other39 | OT39 |
| 40 | Other40 | OT40 |

## THE FCC REGULATION WARNING (for U.S.A.)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

## CE mark for European Harmonized Standards

CE Mark which is attached to our company's products of Battery mains the product is in fully conformity with the harmonized standard(s) EN 61000-6-3:2007+A1:2011 & EN 61000-6-1:2007 Under the Council Directive 2004/108/EC on Electromagnetic Compatibility

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